



Application No. 09/853,487

Response to Office Action of September 7, 2004

**Listing of Claims:**

Claims 1 - 280 (canceled)

Claims 281 - 374 (canceled)

Claims 375 - 512 (canceled)

513. (New): A method for use in a game system having a first game apparatus containing a first processor, and a separately housed portable game system containing a second processor and a touch screen positioned on a first discrete display device, the method of operating said game system comprising the steps of:
- (a) executing a first game program in said first processor to generate first picture data that represents plural body parts of a first 3-dimensional player-controlled animated character moving in a first simulated 3-dimensional game world for display on a first display device;
  - (b) digitally transferring game data from said first processor through a data transmission link to said second processor;
  - (c) executing a second game program in said second processor to generate second picture data in accordance with said transferred game data in said portable game system, the second picture data representing plural body parts of a second 3-dimensional player-controlled animated character moving in a second simulated 3-dimensional game world for display on said first discrete display device in said portable game system;
  - (d) electronically sensing a manually operated object positioned at successive locations on said touch screen; and
  - (e) generating third picture data representing a simulated 3-dimensional object moving in said second simulated 3-dimensional game world in accordance with said successive locations on said touch screen for display on a second discrete display device in a portable game system.

514. (New) : The method of claim 513, wherein said first and second discrete display devices are the same discrete display device.
515. (New) : The method of claim 513, wherein said simulated object is at least one of said body parts of said second 3-dimensional animated character.
516. (New) : The method of claim 513, wherein said simulated object is one of said second 3-dimensional character's hands.
517. (New) : The method of claim 513, further comprising the step of: generating picture data representing movement in 3-dimensions of said simulated object in said second simulated game world for display on at least one of said discrete display devices in response to control data from a second manually operated control device in cooperation with control data representing locations on said touch screen sensing said manually operated object.
518. (New) : The method of claim 517, wherein said second manually operated control device is a touch sensor.
519. (New) : The method of claim 517, wherein said second manually operated control device is a 2-dimensional direction switch.
520. (New) : The method of claim 517, wherein said second manually operated control device is an analog direction input device.

521. (New) : The method of claim 517, wherein said second manually operated control device is a virtual data entry keyboard.
522. (New) : The method of claim 513, wherein said third picture data represents said simulated object as a 3-dimensional animated hand moving in 3-dimensions for display on at least one of said discrete display devices.
523. (New) : The method of claim 522, wherein said third picture data represents said hand grasping a second simulated object in said simulated 3-dimensional game world for display on at least one of said discrete display devices.
524. (New) : The method of claim 523, wherein said second simulated object is at least one of said body parts of said second 3-dimensional animated character.
525. (New) : The method of claim 523, wherein said second simulated object is at least one body part of a character from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, foot, claw, shoe, clothing, tool, orifice, and protuberance.
526. (New) : The method of claim 513, wherein said body parts comprise at least one from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, foot, claw, shoe, clothing, tool, orifice, and protuberance.

527. (New): The method of claim 513, wherein said third picture data represents said simulated object as a location indicator for display on at least one of said discrete display devices.
528. (New): The method of claim 513, wherein said touch screen senses contact by said manually operated object that remains in contact with said touch screen at successive locations on said touch screen.
529. (New): The method of claim 513, further comprising the steps of:  
storing said second game program in said first game apparatus;  
and  
digitally transferring said second game program from said first game apparatus to said portable game system for execution in said second processor.
530. (New): The method of claim 513, wherein said data transmission link comprises wireless transmission.
531. (New): The method of claim 513, wherein said first display device is a discrete display device.
532. (New): The method of claim 513, wherein said first display device and said second discrete display device are the same discrete display device.

533. (New): The method of claim 513, wherein said first game apparatus is a portable game system.
534. (New): The method of claim 513, wherein said second processor generates fourth data representing a map of at least a portion of one of said game worlds for display on at least one of said discrete display devices.
535. (New): The method of claim 513, further comprising the step of transferring game data from said first game apparatus through a data transmission link to cause display of game images on a plurality of portable game systems.
536. (New): The method of claim 513, wherein picture data representing said simulated object is generated from first and second viewpoints for display on said corresponding first and second discrete display devices.
537. (New): The method of claim 513, wherein at least one of said discrete display devices is a liquid crystal display (LCD) device.
538. (New): The method of claim 513, wherein said first and second player-controlled characters are substantially the same character.

539. (New): The method of claim 513, wherein said first and second simulated 3-dimensional game worlds are substantially the same game world.
540. (New): The method of claim 513, wherein said transferred game data specifies a variable direction of movement of at least one of said body parts of said second player-controlled character.
541. (New): The method of claim 513, wherein said transferred game data specifies a variable location in said 3-dimensional game world of at least one of said body parts of said second player-controlled character.
542. (New): The method of claim 513, further comprising the step of: generating data representing movement of at least one body part of one of said player-controlled characters in response to manual operation of at least one control device in a portable game system.
543. (New): The method of claim 513, further comprising the step of generating picture data that represents a portion of said second simulated game world expanded in size for display on at least one of said discrete display devices in response to manual operation of at least one control device.

544. (New): The method of claim 513, further comprising the step of generating picture data that represents a portion of said second simulated game world reduced in size for display on at least one of said discrete display devices in response to manual operation of at least one control device.
545. (New): The method of claim 513, further comprising the steps of: generating picture data that represents movement of body parts of said first player-controlled character in response to control data generated by a first manually operated control device, and generating picture data that represents movement of body parts of said second player-controlled character in response to control data generated by a second manually operated control device.
546. (New): The method of claim 545, wherein said first and second control devices are housed in the same controller.
547. (New): The method of claim 545, wherein said first and second control devices are housed in the same portable game system.
548. (New): The method of claim 513, wherein said second processor generates picture data that represents said simulated object moving in accordance with said successive locations on said touch screen for display on at least one of said discrete display devices.



549. (New): The method of claim 513, further comprising the steps of electronically sensing a manually operated object at second successive locations on a second touch screen positioned on said second discrete display device in a second portable game system; and digitally transferring second game data specifying said second locations from said first processor in said second portable game system through a data transmission link to cause said second processor to generate picture data representing said second 3-dimensional player-controlled animated character moving in said second simulated 3-dimensional game world for display on said first discrete display device in accordance with said transferred second game data.
550. (New): The method of claim 513, wherein said touch screen senses movements from the group comprising: touching, guiding, sliding, following, pressing, rubbing, pulling, pushing, encircling, and tapping.
551. (New): The method of claim 513, further comprising the step of replaying a prior game display sequence on at least one of said discrete display devices in response to manual entry of a replay request.

552. (New): A data carrier for use in a game apparatus containing a first processor that is digitally linked to a separately housed portable game system containing a second processor and a discrete display device and a touch screen positioned on the discrete display device, the data carrier carrying game program instructions comprising:
- (a) first program instructions that cause said first processor to generate first picture data representing plural body parts of a first 3-dimensional player-controlled animated character moving in a first simulated 3-dimensional game world for display on a first display device;
  - (b) second program instructions that cause said first processor to transfer game data through a data transmission link to said second processor to cause said second processor to generate second picture data representing plural body parts of a second 3-dimensional player-controlled animated character moving in a second simulated 3-dimensional game world for display on said discrete display device in said portable game system, and to cause said second processor to process control data representing successive locations of a manually operated object sensed by said touch screen at said successive locations; and
  - (c) third program instructions that cause generation of third picture data representing a simulated 3-dimensional object moving in said second 3-dimensional game world in accordance with said successive locations for display on a second discrete display device in a portable game system.

553. (New): The data carrier of claim 552, wherein said first and second discrete display devices are the same discrete display device.
554. (New): The data carrier of claim 552, wherein said third picture data represents said simulated object as a hand moving in 3-dimensions for display on at least one of said discrete display devices.
555. (New): The data carrier of claim 554, wherein said third picture data represents said hand grasping a second simulated object in said simulated 3-dimensional game world for display on at least one of said discrete display devices.
556. (New): The data carrier of claim 555, wherein said second simulated object is at least one of said body parts of said second 3-dimensional character.
557. (New): The data carrier of claim 555, wherein said second simulated object is at least one body part of a character from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, foot, claw, shoe, clothing, tool, orifice, and protuberance.
558. (New): The data carrier of claim 552, wherein said body parts comprise at least one from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, foot, claw, shoe, clothing, tool, orifice, and protuberance.

559. (New): The data carrier of claim 552, wherein said simulated object is at least one of said body parts of said second 3-dimensional character.
560. (New): The data carrier of claim 552, wherein said simulated object is one of said second 3-dimensional character's hands.
561. (New): The data carrier of claim 552, wherein at least a portion of said transferred game data is program instruction data for execution in said second processor.
562. (New): The data carrier of claim 552, further comprising graphics data that said first processor transfers through a data transmission link to said second processor in said portable game system and from which said second processor generates picture data for display on said first discrete display device.
563. (New): The data carrier of claim 552, wherein said body parts are articulated and bendable under control of at least one manually operable control device.
564. (New): The data carrier of claim 552, wherein said body parts comprise articulated fingers that are controlled by at least one manually operable control device.

565. (New): The data carrier of claim 552, wherein said data transmission link comprises wireless transmission.
566. (New): The data carrier of claim 552, wherein said first display device is a discrete display device.
567. (New): The data carrier of claim 552, wherein said first display device and said first discrete display device are the same discrete display device.
568. (New): The data carrier of claim 552, wherein said first game apparatus is a portable game system.
569. (New): The data carrier of claim 552, wherein said second processor generates fourth data representing a map of at least a portion of one of said game worlds for display on at least one of said discrete display devices.
570. (New): The data carrier of claim 552, further comprising the step of transferring game data from said first game apparatus through a data transmission link to cause display of game images on a plurality of portable game systems.
571. (New): The data carrier of claim 552, wherein picture data representing said simulated object is generated from first and second viewpoints for display on said corresponding first and second discrete display devices.

572. (New): The data carrier of claim 552, wherein at least one of said discrete display devices is a liquid crystal display (LCD) device.
573. (New): The data carrier of claim 552, wherein said first and second player-controlled characters are substantially the same character.
574. (New): The data carrier of claim 552, wherein said first and second simulated 3-dimensional game worlds are substantially the same game world.
575. (New): The data carrier of claim 552, wherein said second processor transfers control data to said first processor to cause said first processor to select program instructions from said data carrier for execution.
576. (New): The data carrier of claim 552, further comprising graphics data and wherein said second processor transfers control data to said first processor to cause said first processor to generate third data from said graphics data for display on said first display device.
577. (New): The data carrier of claim 552, wherein said data carrier is a semiconductor data storage memory.

578. (New): The data carrier of claim 552, wherein said data carrier is an optically coded disk.
579. (New): The data carrier of claim 552, wherein said data carrier is an optically coded disk comprising a physical feature that is difficult to duplicate for authentication of said disk.
580. (New): The data carrier of claim 552, wherein said data carrier is a data storage disk.
581. (New): The data carrier of claim 552, wherein said data carrier is a portable memory device for storing digital data and programs.
582. (New): The data carrier of claim 552, further comprising the steps of electronically sensing a manually operated object touching locations on a second touch screen positioned on said second discrete display device in a second portable game system; and  
digitally transferring second game data specifying said touched locations from said first processor in said second portable game system through said data transmission link to cause said second processor to generate picture data representing said second 3-dimensional player-controlled animated character moving in said second simulated 3-dimensional game world for display on said first discrete display device in accordance with said transferred second game data.

583. (New): The data carrier of claim 552, wherein said touch screen senses movements from the group comprising: touching, guiding, sliding, following, pressing, rubbing, pulling, pushing, encircling, and tapping.

584. (New): The data carrier of claim 552, wherein said touch screen senses touching by said manually operated object that remains in contact with said touch screen as successive locations on said touch screen are touched.



585. (New): A game system comprising:

- (a) a first game apparatus containing a first data memory;
- (b) a first processor in said first game apparatus for executing a first game program to generate first picture data in said first data memory representing a first 3-dimensional player-controlled animated character having plural body parts moving in a first simulated 3-dimensional game world for display on a first display device;
- (c) a data transmission link for transferring game data from said first processor to a separately housed portable game system having a first discrete display device and a second data memory;
- (d) a second processor in said portable game system for executing a second game program to generate second picture data in said second data memory representing a second 3-dimensional player-controlled animated character having plural body parts moving in a second simulated 3-dimensional game world for display on said first discrete display device in accordance with said transferred game data;
- (e) a touch screen positioned on said first discrete display device for electronically sensing a manually operated object positioned at successive locations on said touch screen; and
- (f) means for generating third picture data representing a simulated 3-dimensional object moving in said second simulated 3-dimensional game world in accordance with said successive locations on said touch screen for display on a second discrete display device in a portable game system.

586. (New) : The game system of claim 585, wherein said first and second discrete display devices are the same discrete display device.
587. (New) : The game system of claim 585, wherein said simulated object is at least one of said body parts of said second 3-dimensional animated character.
588. (New) : The game system of claim 585, wherein said simulated object is one of the hands of said second 3-dimensional animated character.
589. (New) : The game system of claim 585, further comprising a second touch sensor, wherein said second processor generates picture data representing movement in 3-dimensions of said simulated object in said second simulated game world for display on at least one of said discrete display devices in response to first control data representing touched locations on said touch screen in cooperation with second control data representing touched locations on said second touch sensor.
590. (New) : The game system of claim 585, wherein said third picture data represents said simulated object as a 3-dimensional animated hand moving in 3-dimensions for display on at least one of said discrete display devices.

591. (New) : The game system of claim 590, wherein said third picture data represents said hand grasping a second simulated object in said simulated 3-dimensional game world for display on at least one of said discrete display devices.
592. (New) : The game system of claim 591, wherein said second simulated object is at least one of said body parts of said second 3-dimensional animated character.
593. (New) : The game system of claim 591, wherein said second simulated object is at least one body part of a character from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, foot, claw, shoe, clothing, tool, orifice, and protuberance.
594. (New) : The game system of claim 585, wherein said body parts comprise at least one from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, foot, claw, shoe, clothing, tool, orifice, and protuberance.
595. (New) : The game system of claim 585, wherein said data transmission link comprises wireless transmission.
596. (New) : The game system of claim 585, wherein said touch screen senses contact by said manually operated object that remains in contact with said touch screen at successive locations on said touch screen.

597. (New) : The game system of claim 585, wherein said second game program is stored in said first data memory and is digitally transferred from said first data memory to said portable game system for execution in said second processor.
598. (New) : The game system of claim 585, wherein said first display device is a discrete display device.
599. (New) : The game system of claim 585, wherein said first display device and said first discrete display device are the same discrete display device.
600. (New) : The game system of claim 585, wherein said first game apparatus is a portable game system.
601. (New) : The game system of claim 585, wherein said second processor generates fourth data representing a map of at least a portion of one of said game worlds for display on at least one of said discrete display devices.
602. (New) : The game system of claim 585, wherein said second processor comprises a graphics co-processor.
603. (New) : The game system of claim 585, wherein at least one of said discrete display devices is a liquid crystal display (LCD) device.

604. (New): The game system of claim 585, wherein picture data representing said simulated object is generated from first and second viewpoints for display on said corresponding first and second discrete display devices.
605. (New): The game system of claim 585, wherein said first and second player-controlled characters are substantially the same character.
606. (New): The game system of claim 585, wherein said first and second simulated 3-dimensional game worlds are substantially the same game world.
607. (New): The game system of claim 585, wherein said touch screen senses movements from the group comprising: touching, guiding, sliding, following, pressing, rubbing, pulling, pushing, encircling, and tapping.
608. (New): The game system of claim 585, wherein said transferred game data specifies a variable direction of movement of at least one of said body parts of said second player-controlled character.
609. (New): The game system of claim 585, wherein said transferred game data specifies a variable location in said 3-dimensional game world of at least one of said body parts of said second player-controlled character.

610. (New): The game system of claim 585, further comprising a second touch screen positioned on said second discrete display device for electronically sensing a manually operated object at second locations on the second touch screen to cause said second processor to generate picture data representing one of said 3-dimensional player-controlled animated characters moving in one of said simulated 3-dimensional game worlds for display on said first discrete display device in accordance with said second locations.
611. (New): The game system of claim 585, further comprising a manually operated control device in said portable game system for controlling movement of at least one body part of said first player-controlled character.
612. (New): The game system of claim 585, further comprising a separately housed manually operated control device for controlling movement of at least one body part of said second player-controlled character.
613. (New): A program storage medium having stored therein at least a portion of said first game program and said second game program for causing said game system to function in accordance with claim 585.